

COMBAT ACTIONS

ABILITIES, SKILLS & SPELLS

ACTION	ACTION TYPE
Cast a spell	Varies ^{AoO}
Cast immediate spell	Immediate
Cast quickened spell	Swift
Cease concentration on spell	Free
Channel energy	Standard
Concentrate to maintain spell	Standard
Direct or redirect active spell	Move
Dismiss a spell	Standard
Lower spell resistance	Standard
Prepare spell components	Free ¹
Stabilize a dying friend (DC 15 Heal check)	Standard ^{AoO}
Use extraordinary ability	Standard
Use skill that takes 1 action	Standard ²
Use skill that takes 1 round	Full-round ²
Use spell-like ability	Standard ^{AoO}
Use supernatural ability	Standard
Use touch spell on up to six friends	Full-round

AoO: Provokes an attack of opportunity.

1: If component is heavy or bulky, provokes an attack of opportunity.

2: Usually provokes an attack of opportunity.

MOVEMENT & MOUNTS

ACTION	ACTION TYPE
5-foot step	No action
Control a frightened mount	Move ^{AoO}
Fall prone	Free
Mount/dismount steed	Move
Move a heavy object	Move ^{AoO}
Move	Move ^{AoO}
Open or close door	Move
Run	Full-round ^{AoO}
Stand up from prone	Move ^{AoO}
Withdraw	Full-round ¹

AoO: Provokes an attack of opportunity.

1: As a standard action, if you are limited to a single action.

MISCELLANEOUS

ACTION	ACTION TYPE
Delay	No action
Extinguish flames	Full round
Ready	Standard
Speak	Free

ATTACK

ACTION	ACTION TYPE
Aid another	Standard ¹
Charge	Full-round ²
Deliver coup de grace	Full-round ^{AoO}
Escape grapple	Standard
Escape net	Full-round ^{AoO}
Feint	Standard
Full attack	Full-round
Melee attack	Standard
Perform combat manoeuvre	Varies ^{AoO, 3}
Ranged attack	Standard ^{AoO}
Total defence	Standard
Unarmed attack	Standard ^{AoO}

AoO: Provokes an attack of opportunity.

1: You provoke an attack of opportunity, if you aid someone who provokes an attack of opportunity.

2: As a standard action, if you are limited to a single action.

3: Some combat manoeuvres substitute for a melee attack. As melee attacks, they can be used in an attack, charge or full-attack, or as an attack of opportunity.

EQUIPMENT & MAGIC ITEMS

ACTION	ACTION TYPE
Activate magic item (not potion or oil)	Standard
Apply potion or oil to unconscious creature	Full-round ^{AoO}
Draw a hidden weapon	Standard
Draw weapon	Move ¹
Drink potion or apply oil	Standard ^{AoO}
Drop item	Free
Light a torch with a tindertwig	Standard ^{AoO}
Light torch	Full-round ^{AoO}
Load hand or light crossbow	Move ^{AoO}
Load heavy or repeating crossbow	Full-round ^{AoO}
Lock/unlock locked gauntlet	Full-round ^{AoO}
Pick up an item	Move ^{AoO}
Prepare thrown splash weapon	Full-round ^{AoO}
Read a scroll	Standard ^{AoO}
Ready or drop shield	Move ¹
Retrieve stored item	Move ^{AoO}
Sheathe weapon	Move ^{AoO}

AoO: Provokes an attack of opportunity.

1: With a +1 or higher base attack bonus, you can combine this action with a move. With Two-Weapon Fighting, you can draw two light or one-handed weapons.

COMBAT MANOEUVRES

MANOEUVRE	
Bull Rush	Push target 5 ft. + 5 ft. for every 5 by which check exceeds CMD
Disarm	Target drops 1 item or 2 items if check exceeds defender's CMD by 10
Grapple	Both target and attacker gain grappled condition
Overrun	Move through target, who is knocked prone if check exceeds CMD by 5
Sunder	Deal damage to item held or worn by target
Trip	Knock target prone, attacker knocked prone if check fails by 10 or more

IDENTIFYING MONSTERS

TASK	KNOWLEDGE DC ¹
Identify common monster	5 + monster's CR ²
Identify normal monster	10 + monster's CR ²
Identify rare monster	15 + monster's CR ²
Identify a creature's ethnicity or accent	10 (geography)
Identify a creature's planar origin	20 (planes)

1: **Aberration** dungeoneering; **Animal** nature; **Construct** arcana; **Dragon** arcana; **Fey** nature; **Humanoid** local; **Magical Beast** arcana; **Monstrous Humanoid** nature; **Ooze** dungeoneering; **Outsider** planes; **Plant** nature; **Undead** religion

2: For every 5 points the check result exceeds the DC, the character recalls another piece of useful information.

MOVEMENT RATES

ACTION	RATE
Balancing	1/2 speed
Blind	Normal ¹
Climbing	1/4 speed ²
Crawling	5 ft.
Running	x4 ³
Swimming	1/4 speed
MOVEMENT MODIFIER	COST ⁴
Difficult terrain	x2
Obstacle	x2
Squeezing	x2

1: The creature must make a DC 10 Acrobatics check to move faster than half speed. Failure indicates it falls prone.

2: A creature can climb at half speed with a -5 penalty to the check.

3: Or x3 while carrying a heavy load or wearing heavy armour.

4: A creature can always move 5 ft. as a full-round action.

COMBAT MODIFIERS

ATTACK ROLL MODIFIERS

CREATURE IS...	MELEE	RANGED
Charging	+2	—
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Mounted	—	Var ⁶
Prone	-4	— ³
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Using a broken weapon	-2	-2
Using inappropriately sized weapon	-2 ⁴	-2 ⁴
Using an improvised weapon	-4	-4
Using lethal weapon to deal nonlethal damage ⁵	-4	-4

1: An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

2: The defender loses any Dexterity bonus to AC.

3: Most ranged weapons can't be used while the attacker is prone, except a crossbow or shuriken (at no penalty).

4: Per size category difference.

5: Also using a nonlethal weapon to deal lethal damage.

6: No penalty if the mount is stationary or takes only a single move action; -4 if the mount is taking a double move; -8 if the mount is running; halve these penalties with Mounted Archery.

TWO-WEAPON FIGHTING

CIRCUMSTANCES	PRIMARY HAND	OFF HAND
Normal penalties	-6	-10
Off-hand weapon is light ¹	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light ¹ and Two-Weapon Fighting feat	-2	-2

1: The off-hand end of a double weapon counts as a light weapon.

QUICK SIMPLE TEMPLATES

Advanced Creature (CR +1) +2 on all rolls (including damage) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Giant Creature (CR +1) +2 on all rolls based on Str or Con; -2 on all Dex-based rolls; +2 hp/HD.

Young Creature (CR -1) +2 on all Dex-based rolls; -2 on all other rolls; -2 hp/HD.

ARMOUR CLASS MODIFIERS

CREATURE IS...	MELEE	RANGED
Behind cover	+4	+4
Behind improved cover	+8	+8
Behind partial cover	+2	+2
Blinded	-2 ¹	-2 ¹
Charging	-2	-2
Concealed or invisible	See Concealment	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ¹
Helpless	-4 ³	+0 ³
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

1: Defender loses any Dexterity bonus to AC.

2: An entangled character takes -4 penalty to Dexterity.

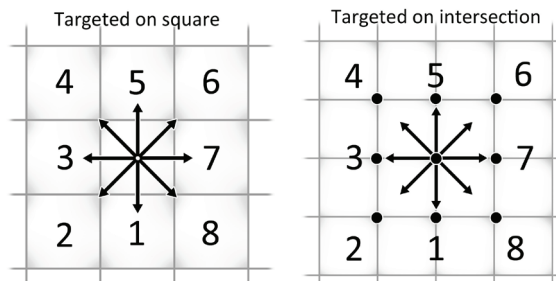
3: The defender is treated as having a Dexterity of 0.

4: The defender is denied his Dexterity bonus to his Armour Class.

CONCEALMENT

DEFENDER HAS...	MISS CHANCE
Concealment	20%
Heavy undergrowth	30%
Total concealment	50%

MISSING WITH A SPLASH WEAPON



When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

COMMON CONDITIONS

Blinded: Creature takes -2 to AC, loses Dex bonus to AC and takes a -4 to most Str- and Dex-based skill checks and on opposed Perception checks. All opponents have total concealment. Creature must make a DC 10 Acrobatics check to move faster than half speed or fall prone.

Broken (Armour/Shield): Grants half AC bonus and double armour check penalty.

Broken (Weapon): Weapons suffer a -2 on attack and damage rolls, only score a threat on a 20 and deal double damage on a confirmed critical.

Confused: 01-25: act normally, 26-50: babble for one round, 51-75: deal 1d8+ Str damage to self, 76-100: attack nearest creature.

Dazzled: Creature takes a -1 to attack rolls and sight-based Perception checks.

Energy Drained: For each negative level, the creature suffers a -1 on ability checks, attack rolls, combat manoeuvre checks, Combat Manoeuvre Defence, saving throws and skill checks. Reduce current and total hit point total by 5 for each negative level.

Entangled: No movement if bonds are anchored, otherwise half speed. Creature takes -2 on all attack rolls and a -4 to Dex. Must make a concentration check to cast spells.

Exhausted: Creature moves at half speed and takes -6 to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge and takes -2 to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, but the creature must flee from the source.

Grappled: Creature cannot move, make attacks of opportunity or take actions requiring 2 hands. -4 to Dex and -2 to attacks and combat manoeuvres (except those made to escape). Must make concentration check to cast spells.

Nauseated: Creature can only take a move action and cannot attack, cast spells or concentrate.

Panicked: As Frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As Grappled, but creature is flat-footed, takes a -4 to AC and can only take verbal or mental actions (except checks to escape).

Shaken: Creature takes a -2 on attack rolls, saving throws, skill checks and ability checks.

Sickened: Creature takes a -2 on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

Staggered: Creature can only take a move action or a standard action (plus swift and immediate actions).

Stunned: Creature cannot take actions, drops everything held, takes a -2 to AC and loses its Dex bonus to AC.

MAGIC & TREASURE

IDENTIFY MUNDANE TREASURE

TASK	APPRAISE DC ¹
Identify value of common item	20 ²
Identify value of rare/exotic item	25 or more ²
Identify most valuable item in hoard	20 ³

1: Success by 5 or more also reveals if item is magic.

2: Fail check by less than 5: determined value within 20%; failure by more than 5 the estimate is wildly inaccurate

3: Up to DC 30, for larger hoards.

IDENTIFY MAGICAL TREASURE

APPRAISE	DC
Determine an item is magic	25 or more
KNOWLEDGE (ARCANA)	
Clue to item's command word	25 ²
Identify auras with <i>detect magic</i>	15 + item's CL ¹
Identify command word	30 ²
Identify magically made materials	20 + spell level
PERCEPTION	
Identify a potion by taste	15 + item's CL
SPELLCRAFT	
Decipher a scroll	20 + spell level
Identify a cursed magic item	25 + item's CL ³
Identify a magic item with <i>detect magic</i>	15 + item's CL ^{1,3}

1: As item description or abjuration (armour or protective item), evocation (weapon) or transmutation (ability score bonus, skill check etc.)

2: Or Knowledge (history).

3: +10 enhancement bonus with *identify*.

IDENTIFYING MAGIC AURAS

AURA	FUNCTIONING SPELL (SPELL LEVEL)	MAGIC ITEM (CASTER LEVEL)
Faint	3rd or lower	5th or lower
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	10th+ (deity-level)	21st+ (artifact)

CONCENTRATION

SITUATION	DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage + spell level
Continuous damage	10 + 1/2 damage + spell level
Affected by non-damaging spell	DC of the spell + spell level
Grappled or pinned	10 + grapppler's CMB + spell level
Vigorous motion	10 + spell level
Violent motion	15 + spell level
Extremely violent motion	20 + spell level
Wind with rain or sleet	5 + spell level
Wind with hail and debris	10 + spell level
Weather caused by spell	See spell
Entangled while casting	15 + spell level

FLY

MANOEUVRE	DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 ft. of movement	15
Turn 180° by spending 10 ft. of movement	20
Fly up at greater than 45° angle	20

IDENTIFY SPELLS & MAGIC

KNOWLEDGE (ARCANA)	DC
Identify a spell effect in place	20 + spell level
Identify a spell that just targeted you	25 + spell level
Identify auras using <i>detect magic</i>	15 + spell level
Identify a spell using specific material components	20
SPELLCRAFT	
Identify a spell as it's cast	15 + spell level

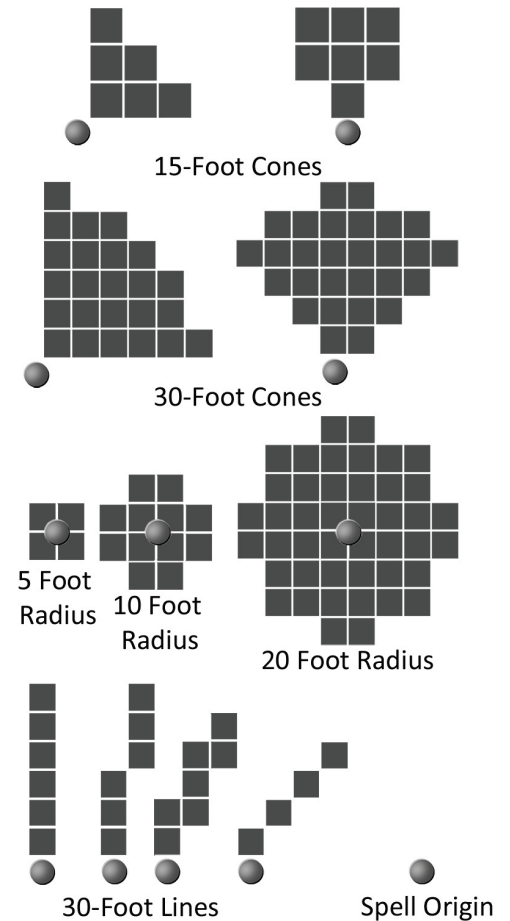
DETECT CHAOS/EVIL/GOOD/LAW

CREATURE/OBJECT	AURA POWER				
	NONE	FAINT	MODERATE	STRONG	OVERWHELMING
Aligned creature ¹ (HD)	4 or lower	5-10	11-25	26-50	51 or higher
Aligned undead (HD)		2 or lower	3-8	9-20	21 or higher
Aligned outsider (HD)		1 or lower	2-4	5-10	11 or higher
Cleric or paladin of an aligned deity ² (class levels)		1	2-4	5-10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th-10th	11th-15th	16th-20th	21st or higher

1: Except for undead or outsiders.

2: Some characters who are not clerics may radiate an aura of equivalent power; see their class descriptions.

SPELL AREAS OF AFFECT



SKILLS

ACROBATICS

JUMPING	DC
Long jump (5 ft.)	5
Long jump greater than 5 ft.	+5 per 5 ft.
High Jump (1 ft.)	4
High jump greater than 1 ft.	+4 per foot
BALANCING (SURFACE WIDTH)	
Greater than 3 feet	0 ¹
1-3 feet	5 ¹
7-11 inches	10
2-6 inches	15
Less than 2 inches	20
MOVE THROUGH A THREATENED AREA	
Move through a threatened area	Foe's CMD ²
Move through an enemy's square	Foe's CMD +5 ²
ACROBATICS MODIFIER	MODIFIER
Slightly obscured (gravel, sand)	+2
Severely obscured (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Moving at full speed on narrow or uneven surface	+5 ³

1: No check is required unless the modified DC is 10 or higher.

2: Increase the DC by 2 for each additional AoA avoided.

3: This does not apply to checks made to jump.

CLIMBING

EXAMPLE SURFACE OR ACTIVITY	DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall or ship rigging	10
A surface with handholds, a tree or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface such as a rock or brick wall	25
An overhang or ceiling with handholds only	30
A perfectly smooth, vertical or inverted surface	—
SURFACE CONDITION	MODIFIER ¹
Brace against two opposite walls	-10
Brace against two perpendicular walls	-5
Surface is slippery	+5

1: Modifiers are cumulative; use all that apply.

RIDE

TASK	DC
Guide with Knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

SWIM

WATER CONDITIONS	DC
Calm water	10
Rough water	15
Stormy water	20 ¹

1: You can't take 10 on a Swim check in stormy water.

PERCEPTION

TASK	DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key turning in a lock	20
Find the average secret door	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
PERCEPTION MODIFIER	MODIFIER
Distance to the source, object or creature	+1/10 ft.
Through a closed door	+5
Through a wall	+10/ 1 ft. thickness
Favourable conditions	-2
Unfavourable conditions	+2
Terrible conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20 ¹

1: +40 if the object or creature is stationary.

BLUFF

CIRCUMSTANCE	MODIFIER
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	Up to +10

DIPLOMACY

STARTING ATTITUDE	DC
Hostile	25 + creature's Cha modifier
Unfriendly	20 + creature's Cha modifier
Indifferent	15 + creature's Cha modifier
Friendly	10 + creature's Cha modifier
Helpful	0 + creature's Cha modifier
MODIFIERS	MODIFIER
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 each

SENSE MOTIVE

TASK	DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

DISABLE DEVICE

DEVICE	TIME	DC ¹	EXAMPLE
Lock	Full-round	Var ²	
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm or reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap

1: Failure by 5 or more indicates something goes wrong; if the device is a trap, it activates.

2: Lock DCs: Simple DC 20, average DC 25; good DC 30; superior DC 40; without thieves' tool the DC increases by 10.